

Figure 1

10

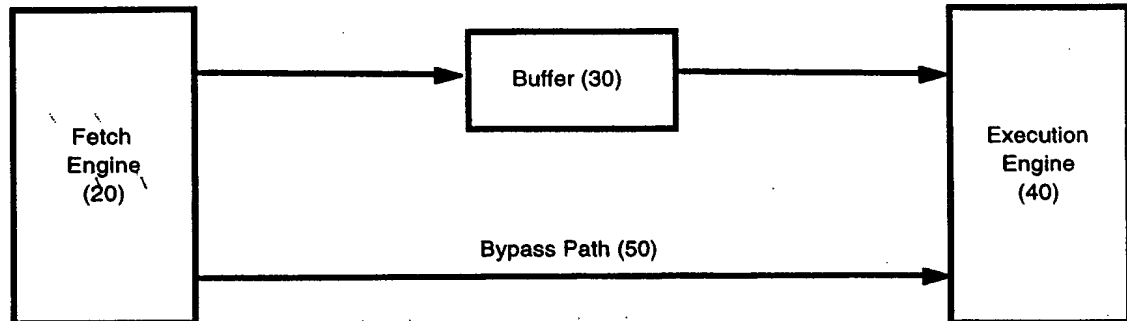


Figure 2

10

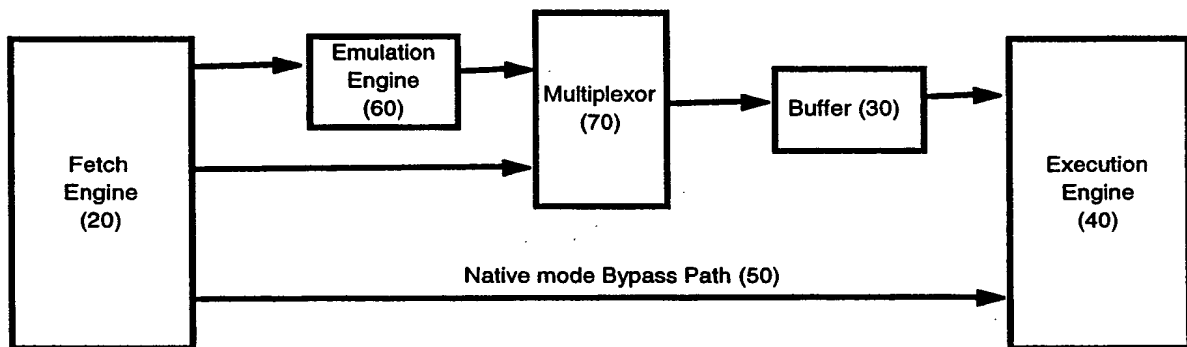


Figure 3

Emulation Engine (60)

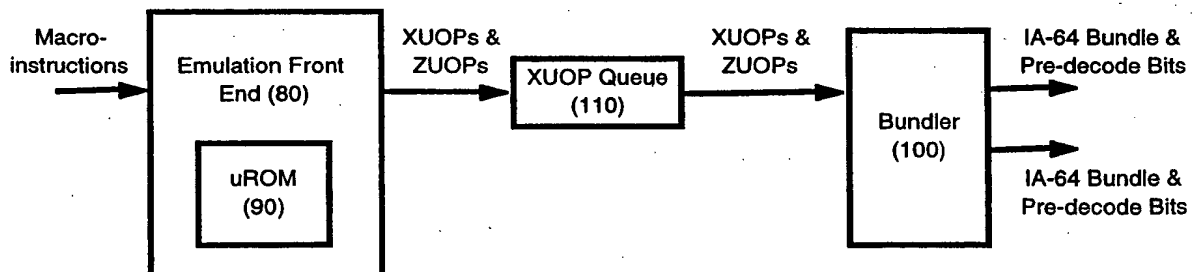


Figure 4

Bundle Format

Syllable 2 41 bits	Syllable 1 41 bits	Syllable 0 41 bits	Template 5 bits
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Figure 5

Bundler Rules

